Ralph Bosson's

HIGH SEAS

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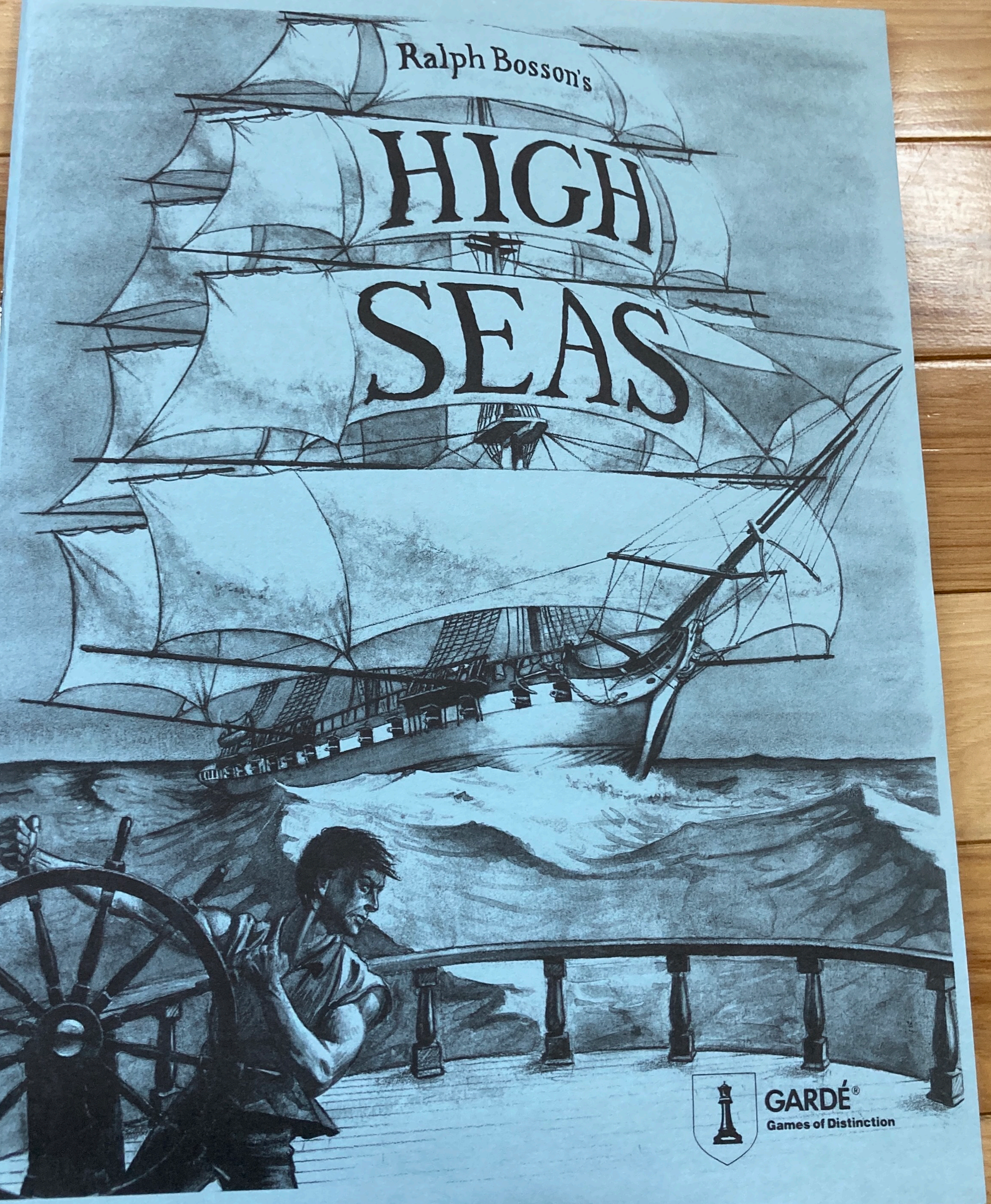

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The complete HIGH SEAS game should include (1) Rule Book, (1) Master Game Disk and (1) Scenario Disk. The Master Game Disk and Scenario Disk will either be on two separate single sided disks, or both on one double sided disk, depending on the computer version of the game.

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11.0 Movement and Tactics

Setting Sail: *Handling a square-rigged ship of the line was no easy task. The ships contained upward of 24 sails, some very large, controlled by miles of rope. Managing sail with rudder when trying to maintain a ship in column or line demand a great amount of experience. Handling one in battle took even more. To keep station on another ship, whether that be in column or battle, meant constant trimming of the sails. This required backing some sails against the wind to reduce speed, then filling a little more canvas to regain it. At any time a change in the wind or condition of the ship could change the delicate balance needed to maintain control.*

Different ships responded in different ways to the wind and waves. Large first and second rate ships responded slowly to changes in direction and in many cases required a different approach than that of a smaller class. When **"Tacking"** *(see diagram below) these large ships needed to maintain a delicate balance of sail to wind. If they put up to much sail in a strong wind or not enough sail in a light wind, the ship could become locked "In Irons", trapped by the wind. When this occurred long boats were lowered and used to pull the ship into a favorable wind attitude. When a ship becomes locked in irons in High Seas, it could take fifteen minutes to one half hour to bring the ship about. Due to this situation, I suggest* **"Wearing"** *(see diagram below) when maneuvering across the wind with 1st, 2nd and 3rd rate ships and with all rates when sailing in a calm breeze. Another way of determining if a ship may safely cross the wind is by maintaining a speed of three knots or more, just before the ship turns directly into the wind. Although this will not guarantee success, it will give you favorable odds.*

Setting the proper amount of sail (Full, Battle or Close Hauled) depends on what it is you need to accomplish. When sailing frigates (4th or 5th rates) with lots of room to maneuver, setting full or battle sail may allow you the speed needed to close on an enemy ship and gain a firing advantage, or buy you time to lick your wounds. When sailing in close order or trying to maintain a formation, setting Close Hauled will give you more control and cut down the number of collisions.

In Irons: *During execution, if a ship becomes locked in irons, the ship will flash and the wind attitude display will read* ***IN IRONS****. When a ship becomes locked in irons it can take fifteen minutes to one half hour to bring the ship about. There isn't anything you can do once this occurs but wait.*

Full sail: ship will try to take as much advantage of wind as possible. All sail must be available, none lost in combat.

Battle sail: Reduces the amount of canvas by about 50%. Ships must have at least two masts still standing.

Close Hauled: Ship will try to maintain a speed of one knot for close maneuvering, so as to maintain formation with the rest of the group. Usually ships of higher rates would deploy close hauled sails so that they would not overtake slower ships which were in front of them.

COASTAL EFFECTS

If a ship runs aground and ends up in the rocks of a coastline, then the ship cannot maneuver any longer. The ship may still have the ability to fire its guns, and may even hit a target if one comes within firing range.

Speed: Below are three speed charts. One chart for ships at full sail, one for battle sail and one for close hauled. The information is divided by ship's rate, wind velocity and ship's attitude to the wind. For example, using the full sail chart, find the designation **1st rate**, in the far left column. Directly following the rate designation and just below **Calm**, you will see three numbers, displayed as follows (**2/1/1**). These numbers are the maximum speeds an average first rate ship (sail rate 2), under full sail may achieve in a calm wind. Ships with a sail rate of three (not 3rd rate ships) will not always be able to reach the speeds listed and ships that are 1st rate sailers, may sometimes exceed them. The first number represents a ship that's **Broad Reaching** (the most favorable attitude), the second is for ships which are **Running With** or **Reaching For** and the third is for ships **Hauling**. There are diagrams below showing the wind relation to the ship at different attitudes. When the wind velocity is Dead, all ships will drift, if not anchored. If an (**x**) appears in the chart, then the sail configuration is prohibited. All ships are prohibited from using full sail in a gale. It is important to note that ships can lose speed in a turn, the amount of which is determined by the wind velocity, ship's sailing quality, ship's rate and damage.

Speed chart: Full sail

Wind Velocity:	Calm	Moderate	Strong	Gale
1st rate:	2/1/1	3/2/1	5/3/2	x/x/x
2nd rate:	3/2/1	5/3/2	6/5/3	x/x/x
3rd rate:	4/3/2	6/5/3	8/6/4	x/x/x
4/5th rate:	5/3/2	7/5/3	8/6/5	x/x/x

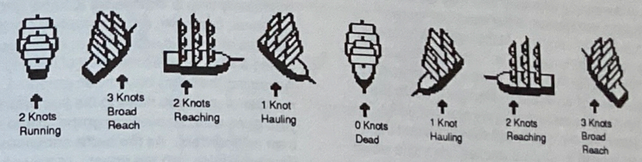
Speed chart: Battle sail

Wind Velocity:	Calm	Moderate	Strong	Gale
1st rate:	0/0/0	2/1/1	3/2/1	6/4/2
2nd rate:	2/1/1	3/2/1	5/3/2	6/5/3
3rd rate:	3/2/1	4/3/2	6/4/3	8/6/4
4/5th rate:	4/2/1	5/3/2	7/4/3	8/6/4

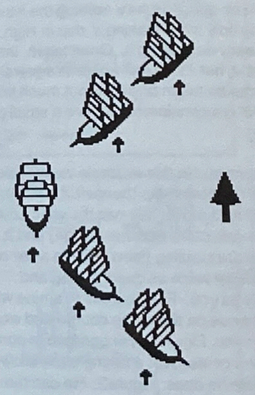
Speed chart: Close hauled

Wind Velocity:	Calm	Moderate	Strong	Gale
1st rate:	0/0/0	1/1/1	1/1/1	1/1/1
2nd rate:	1/1/1	1/1/1	1/1/1	3/2/2
3rd rate:	1/1/1	1/1/1	1/1/1	4/3/3
4/5th rate:	1/1/1	1/1/1	1/1/1	4/3/3

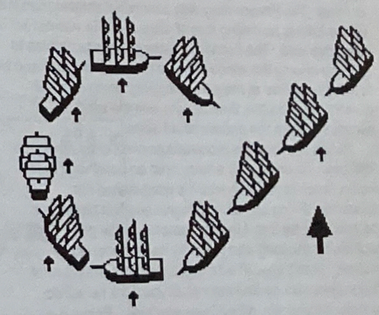
Ships attitude: Below are eight ships and arrows, Each ship represents one possible direction to move. For our example we have the wind blowing north, that is the wind coming from the south moving toward the north. We are using a third rate ship with battle sail set. The arrow next to each ship represents the angle at which the wind meets the ships sail (Attitude to the wind). Also given is the maximum speed in knots the ship may obtain.



Tacking: Below is an example of a tacking maneuver. The arrow next to each ship (the same ship shown moving) represents the ship's attitude to the wind.



Wearing: Below is an example of a wearing maneuver. The arrow next to each ship (the same ship shown moving) represents the ship's attitude to the wind. Note that the ship never turns directly into the wind, but effectively completes the same heading change as shown in the tacking example. However, the wearing example took four times longer to complete.



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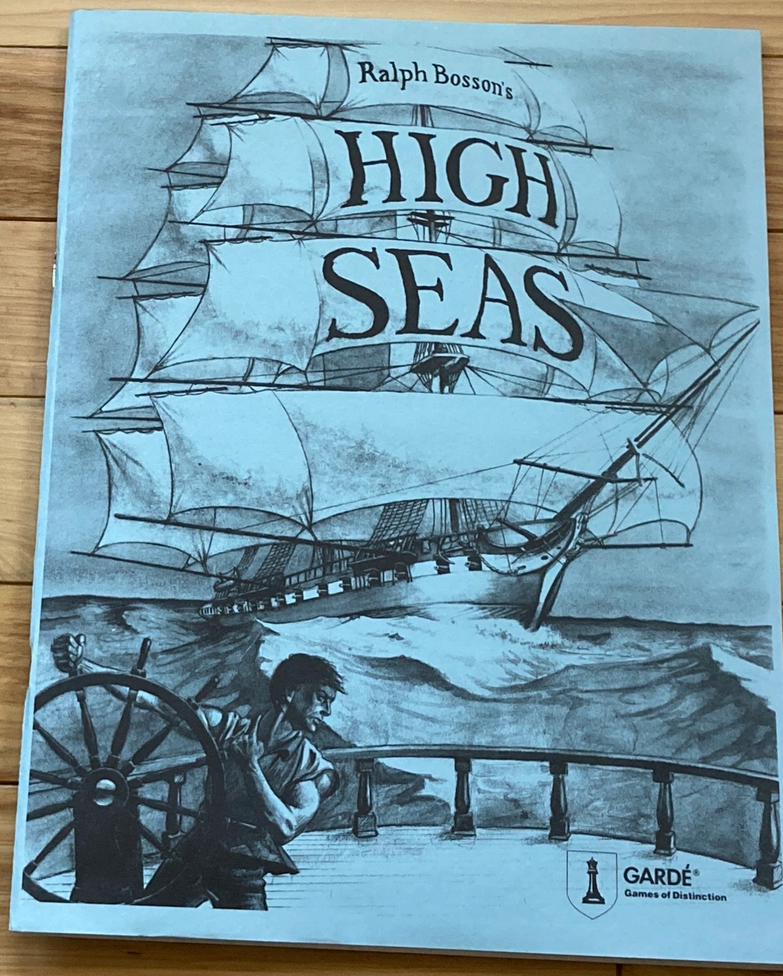
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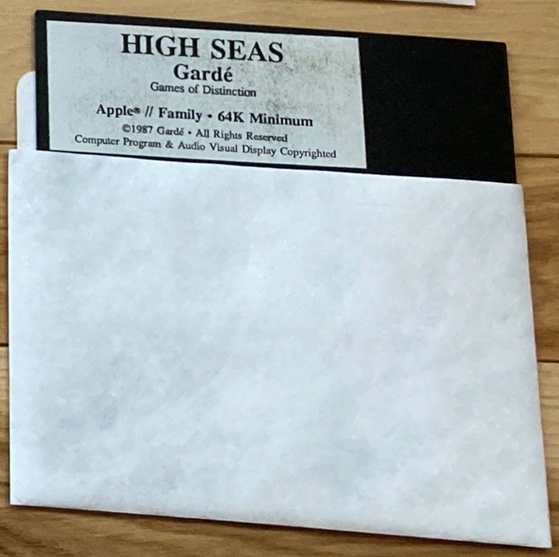
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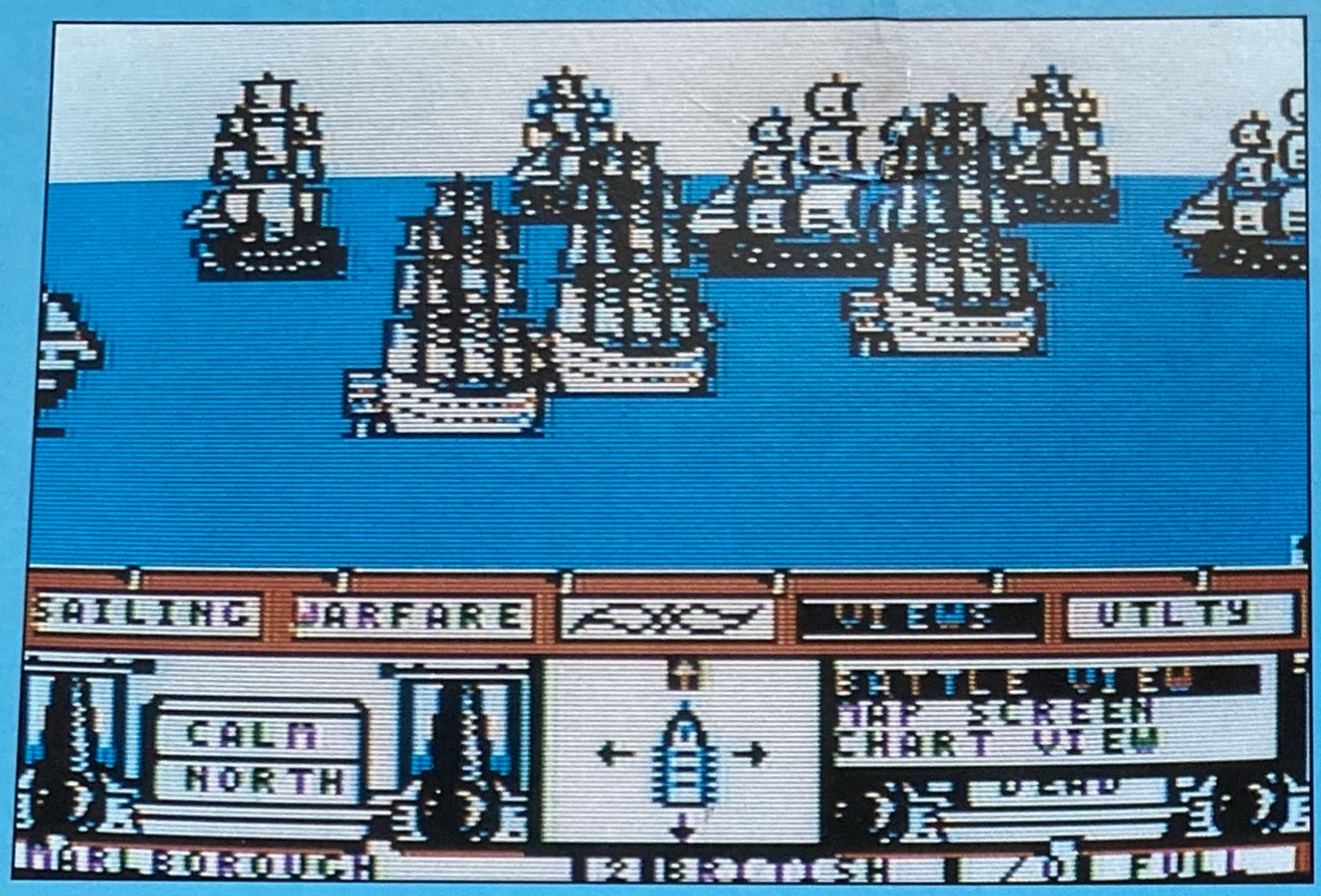

From the crow's nest, your topman bellows, "Enemy ship ahoy!" You immediately order battle sails, your guns loaded and prepared to fire. You change your course in anticipation of your enemy's next move. Now, the wind is in your favor, and so is lady luck. Before the enemy captain can bring the ship about, you level a broadside amidship; crushing her main mast, taking sails and rigging down with it. She's dead in the water, gunports blocked by the fallen mast and sails. Your next broadside explodes into her hull, ravaging her decks; then another until finally, she strikes her colors. The prize is yours.

On the high seas the Captain's word is law

From Privateer or Captain of a single ship, to Admiral of an entire fleet, take command of the mighty ships of sail as you search the HIGH SEAS for adventure and plunder. As a Privateer, or Pirate (whichever status you prefer), prey upon the enemy merchants. As Captain, you command one ship of an entire fleet, or stand alone against the enemy. As Admiral, an entire fleet is yours in all its towering glory.

HIGH SEAS is an exciting, fast-paced action simulation that puts you in command of the most powerful ships of the 17th through 19th centuries. You control the action as you sail your ship into battle against a determined opponent, each vying for the wind advantage and a clear broadside. In this day, mastery of sailing is the difference between victory and defeat.

You are kept informed of all the details needed to master the wind, sea and sail. Your instruments indicate wind heading and velocity; ship's speed, attitude to the wind and target ranges. You receive reports on ship status, orders and damage; as well as gun, target and crew status.

HIGH SEAS presents a panoramic three-dimensional battle view (you'll swear you're actually standing on the deck of a ship!), a map screen for maneuvering and a battle chart.

So come aboard to enjoy a thrill-packed action simulation where the Captain's word is law. And you don't even need to add water.

Features:

- **Easy to use drop down menu system**
- **3-D graphics battle view**
- **Built in ship editor**
- **Load & save ships to disk**
- **Design your own scenarios**
- **Flag ship control option**
- **Computer player**

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